

GAME BOY ADVANCE™

AGB-B0AX-SCN

# BOOG & ELLIOT™

INSTRUCTION BOOKLET



UBISOFT®

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TÄMÄ TARRA VAKUUTTAA, ETTÄ NINTENDO ON HYVÄKSYNYT TÄMÄN TUOTTEEN LAADUN. TARKISTA AINA TÄMÄ TARRA ENNEN KUIN OSTAT PELEJÄ JA MUITA TARVIKKEITA, JOTTA SAAT VARMASTI GAME BOY YHTEENSOPIVIA TUOTTEITA.



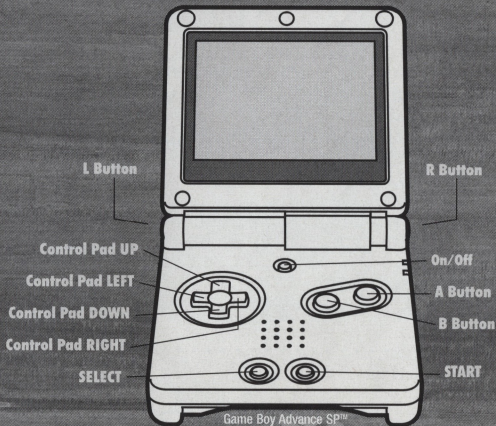


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# GETTING STARTED

To begin play, insert the Boog & Elliot™ Game Pak into your Game Boy Advance™ and flip the POWER switch to the ON position.



# CONTROLS

Control Pad

Move

A Button

Jump/Climb

B Button

Attack

L Button

Switch Animal Pals

R Button

Roar/Grab

START

Pause Menu

SELECT

Use Whistle/Enter Elliot Shop  
(if available)





# STORY

Boog, a friendly 900-pound grizzly bear, lives with Park Ranger Beth in the town of Timberline. The domesticated bear spends his days performing in Beth's wilderness show, riding in her truck, and sleeping comfortably in her garage. Boog lives the good life — until a pesky, but fun-loving, one-horned deer named Elliot comes into his life and changes it forever.

Elliot gets Boog into a bit of trouble, which forces Beth to send them both to the forest for good. Boog's lost in the wilderness and, to make matters worse, he and Elliot suddenly realise that hunting season is now open! All Boog wants to do is get back to his comfy garage in Timberline, and to do so, he must now learn to make friends with the other animals and get their help to scare away that crazy Shaw and the other hunters. Help Boog become a wild grizzly bear so he and Elliot can defeat Shaw and return the forest to nature's control!

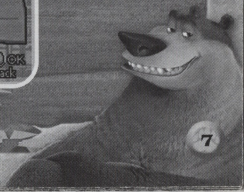


# STARTING THE GAME

Press **START** and select a slot:

- **Empty slot:** Give it a name. Use the Control Pad to select a letter, and the A Button to choose the next one.
- **Saved slot:** Load a previously saved game.

There are three slots available. If you need a new one, you can select an old slot and delete it. Once deleted, the data in a slot is lost completely.





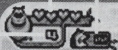
# VIEWING THE SCREEN

Health Meter

Roar Meter

Animal Pal Count

Number of Lives



Animal Pal Type



Whistle

Number of Woo Hoo Bars



- Roar Meter . . . . . Shows how much power is available in Boog's roar.
- Health Meter . . . . . Shows the number of filled hearts. The filled hearts indicate how many chances are left before Boog loses a life.
- Number of Lives . . . . . Shows the number of lives left. If Boog loses a life, he will start at the beginning of the level or from the last place Elliot marked with a flag. When Boog loses all his lives, the game is over.
- Number of Woo  
Hoo Bars . . . . . Shows the number of Woo Hoo bars Boog has collected.
- Animal Pal Count . . . . . Shows how many units of the selected Animal Pal are available.
- Animal Pal Type . . . . . Shows which Animal Pal is selected.
- Whistle . . . . . Appears if Boog carries a whistle. See the "Elliot the Salesman" section.



# BOOG'S MOVES



**Walk:** Press the Control Pad Left or Control Pad Right. Boog can throw while walking.



**Crouch:** Boog can crouch low to avoid danger. Press the Control Pad Down. Boog can't throw, roar, grab, or jump while crouching.



**Roll:** Boog can curl into a ball and roll forward. Crouch (Control Pad Down) and press the A Button. Boog can't throw, roar, grab, or jump while rolling.



**Jump:** Press the A Button. Boog jumps in the direction he is walking. If he isn't moving, he jumps straight up. He can throw objects while jumping.



**B**

**Throw or Swing:** Press the B Button. Boog throws or swings in the direction he is facing.

**R**

**Grab:** Boog can collect some items and animals to use later. Stand near them and wait for the arrow to appear, and then press the R Button.

**R**

**Roar:** Press the R Button. Boog can slow his enemies down for a few moments by roaring at them. As Boog gets wilder, his roar gets stronger, and he can do it again sooner.

**A**

**Climb:** Jump toward the obstacle, and press the A Button to climb up. If Boog stops climbing before he's all the way up, he will start sliding down. He can throw objects while climbing.



**Drop:** Press the Control Pad Down twice to have Boog hop down off a platform.

# THINGS TO WATCH OUT FOR

## Territorial Animals

You'll want to make friends with them soon — these animals are dangerous!

- **Beaver Whack:** Watch the beaver's tail and get ready to jump before the ground shakes.
- **Duck and Cover:** Once ducks spot you, they'll dive right at you.
- **Hop Hits:** Jump or crouch to avoid these leaping rabbit menaces.
- **Skunk Patrol:** Don't get too close to the stinky clouds the skunks leave behind.
- **Acorn Pitchers:** When squirrels lift an acorn above their heads, they're about to throw it right at you.





## Other Animals

- **Kung Fu Salmon:** In the water, the fish know martial arts, so watch out for them!
- **Porcupines:** Don't touch them, and stay away from their shooting quills.
- **Wolf:** He runs in a straight line, biting everything that gets in his path. Hit him before he gets you!

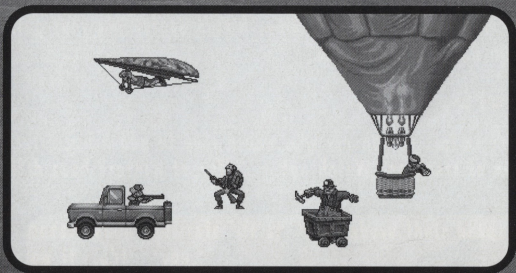
## Hunters

The forest is full of hunters who would love to add a big grizzly bear to their collection of trophies. Watch out — different hunters have different strengths!



## Boss Hunters

Including Shaw, these are the most dangerous hunters of all. There is one Boss Hunter in each animal's territory. Prevent Boog from being caught by the Boss Hunters, and use his bear powers to scare them away from the forest.



## Caged Animals

Some animals have been trapped and are found in cages. If you break their cages, the animals will help you:

- **Beavers:** Will help with trees that block Boog's way.
- **Ducks:** Will carry Boog across unreachable areas.
- **Rabbits:** Will help Boog cross large pits.
- **Skunks:** Will drop a stinky payload, scaring away hunters for good!
- **Squirrels:** Will stay with Boog for a while to help him scare the hunters away.





## Animal Pals

When Boog defeats the Boss Hunter in a specific territorial animal's home, that animal becomes friendly. Boog can then pick the animal up to use against his foes.



### *Beavers*

**Held:** An overhead smack to scare hunters away.

**Thrown:** Bounce off obstacles, destroying traps and scaring away hunters.



### *Ducks*

**Held:** Protect Boog from his foes.

**Thrown:** Home in on targets.





### ***Rabbits***

**Held:** Boog spins them around himself, blocking projectiles.

**Thrown:** Thrown in a straight line at foes and obstacles.



### ***Skunks***

**Held:** Spray Boog's foes.

**Thrown:** When they land, they spray and scare Boog's foes.



### ***Squirrels***

**Held:** Boog performs a whip-like motion to scare the hunters away.

**Thrown:** Run and climb over things, scaring away any hunters they come across.





## Good Things

Pick these up whenever you can.

**Fishy Biscuit**



Gives Boog back 1 filled heart.

**Woo Hoo Bar**



Collect these to trade with Elliot the Salesman.

**Sugar Packet**



The sugar high makes Boog temporarily invincible.

**Bear Biscuit:**

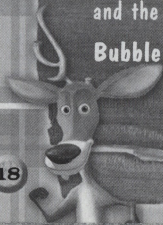


Gives Boog an extra life.

## Elliot the Salesman

In every level you can find Elliot with items to trade for Woo Hoo bars. Select an item and the cost will be shown. Press YES to buy, NO to not buy, and the B Button to leave.

**Bubble Gum:** Fun to throw at hunters and scare them away.



**Dinkelman Pocket Extension:** Increase the number of animal pals and bubble gum pieces you can carry in your Dinkelman backpack.

**Nail File:** Sharpens Boog's nails so he will slide less when climbing.

**Metal Fingercaps:** Once Boog's nails are sharpened (see Nail File), he can buy these and will no longer slide when climbing. Push Control Pad Down to slide.

**Fishy Cracker:** Gives Boog back 1 heart.

**Going Wild Guidebook:** After Boog reads this, his Roar Meter will increase faster.

**Upgrade your animal pals:** Upgrade your animal pals to increase the power and effectiveness of your arsenal.

**Whistle:** Calls Elliot (riding Mr. Happy, the propane tank), who'll clear out all the enemies on-screen!



# GOING WILD

As Boog spends more time in the woods, he will be less mild and improve his wild animal skills. Here are the basics:

**Health:** As Boog progresses through the different animal territories, his health meter increases.

**Animal Pals:** When Boog defeats the Boss Hunter in a specific territorial animal's home, that animal becomes friendly, and Boog can pick the animal up to use against his foes.

**Roar:** As Boog gets wilder, his roar gets stronger. Boog has three roar levels and starts the game at level one.





# HINTS

- Different attacks have different effects and consequences — test them out!
- Stop the shield hunter from using his shield by roaring or throwing a skunk.
- Extinguish dynamite with Boog's bear breath.
- Stand on top of the trap hunter when he hides underground.
- Distracted hunters have trouble catching their own boomerangs.

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If for any reason you do not find the answer to your question, you can click on the Ask a question link in the FAQ to send us a web-mail, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time.

Make sure to include all information on your system, your problem, and the game you are playing.



If you do not have internet access, Our support representatives can assist you from 8:00 am until 10:00pm daily (excluding Bank Holidays) on Telephone: 0905 - 482 - 0109 Calls cost 30p per minute.

Please be at your system when calling Ubisoft for support.

## HINTS & TIPS

Looking for cheats to go up to the next level? Call our 24 hour automated Hints line: 0906 - 646 - 8477.

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## The PEGI age rating system:

Age Rating categories:

Les catégories  
de tranche d'âge:



**Note:** There are some local variations!

**Note:** Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:

Description du contenu:



**BAD LANGUAGE**  
**LA FAMILIARITÉ**  
**DE LANGAGE**



**DISCRIMINATION**  
**LA DISCRIMINATION**



**DRUGS**  
**LES DROGUES**



**FEAR**  
**LA PEUR**



**SEXUAL CONTENT**  
**LE CONTENU SEXUEL**



**VIOLENCE**  
**LA VIOLENCE**

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Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

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- TOY Directive (88/378/EEC) EN50088, EN71 Part 2, 3
- EMC Directive (89/336/EEC)



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